CS465 Project Proposal

Motivation

The goal of this project is to find patterns in how people interact on social networking websites. Facebook is one such website, and has over 100 million users. Thus, it is an ideal platform to try to find correlations between Facebook users and the characteristics of the people that they interact with. It will be interesting to see the relationship between Facebook users, and the gender, age, demographics, and interests of the people that they mingle with. We may learn that people of a specific age or gender interact mostly with people of the same age or gender.

Audience

This project is designed for Facebook users. Everyone who has a Facebook account will be able to access the application and put it on their profile. Facebook users will be able to interact with others through this application. We hope to attract a diverse group of users, as this will allow us to find more correlation between the users of the application.

Project

The project itself will be a Facebook application where users will be able to play the game Risk. This will create a common space where Facebook users can interact with each other. Since Risk is a game, it is an excellent way to collect data without inconveniencing the user. The application will keep a win-loss record for each user, and allow them to view their ranking among their peers. The tool will be a fun way for Facebook users to compete with their friends. For more details on the game Risk, please visit http://en.wikipedia.org/wiki/Risk_(game)